COMPLIANCE WITH FCC REGULATION

This equipment generates and uses radio frequency energy and if not installed and used property, that is, in strict accordance with the manufactures' injertuations may cause interference to radio and relevation reception; it has been type tested and found to comply with the limits for a Class 8 computing device in accordance with the specifications in Subpair I of Part 15 of PCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference without a particular installation. If this equipment does cause interference to radio or talential mecaphor, (which can be determined by furning the equipment off and on) the user is encouraged to the location.

- Regrient the receiving antegna
- . Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so the computer and receiver are on different circuits.

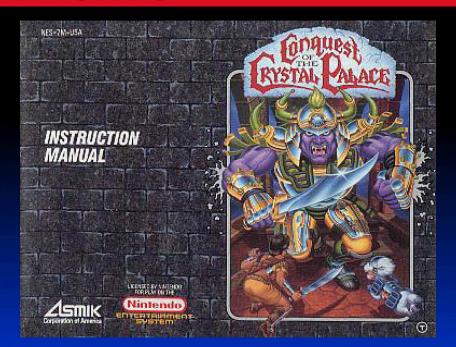
If necessary, the user should consult the dealer or an experienced radio/television technician for edditional suggestions. The user may find the following booklet prepared by the Federal Commission Federal Commission helpful.

How to (dentify and Resolve Redic FV Interference Problems'
This bookiet is available from the U.S. Government Printing Office, Vestington, D.C. 20402, Slook No.
004-003-00345-4.



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CONTENTS

PRECAUTIONS

- This is a high precision game. If should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
- Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.

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THE STORY Fifteen years ago The Crystal Palace was a thriving kingdom. The people of The Crystal Palace prospered and all things great and small were treated equal. During this time lived a kind and gentle ruler who encouraged the people to be honest and fair; his name was Bretor Bretor was famous throughout the world for his achievements. The King's wife, Queen Zyla, gave birth to a son. His name was Prince Farron.

Tales of this kingdom spread far and near and people soon flocked to The Crystal Palace seeking citizenship. The Kingdom of The Crystal Palace became very populated with people of all races.

One day as a Dysonian man was telling a group of people about The Crystal Palace, Zaras, an evil warspirit of the East, became interested in the story.

Zaras was a terrible War Spirit of the 20th Century with great power. Zaras

was capable of taking any shape or form and was thought to be indestructible.

Zaras appeared one day and simulated an army of evil guardians who eventually took control of The Crystal Palace. King Bretor was eliminated in a flash and so was Queen Zyla. The people of The Crystal Palace were transported to the stars and areas of the sky not seen before. Eventually, there were only two people left for Zaras to deal with; Prince Farron and Zapolls, the palace guardian and keeper. Farron was transformed into a 6 month old baby and Zapolls was turned into a dog. Farron called him Zap.

The Crystal Palace became an evil lair of mazes and chambers filled with goons and henchmen of Zaras' imagination. Zap watched over Farron and insured his safety.

When Farron turned 15 years old, he and Zap set out for The Crystal Palace. Their goal and your challenge is to restore the peace and unity once felt by the people before The Conquest of the Crystal Palace.



GETTING STARTED

- Make sure the power switch on your Nintendo® Control Deck is off.
- Insert The Conquest of the Crystal Palace* Game Pak as described in your NINTENDO ENTERTAINMENT SYSTEM* manual.

3. Turn the power switch on.

THE CONQUEST BEGINS ...

 You'll first see The Conquest of the Crystal Palace title screen. When you press the start button the story of The Crystal Palace will be revealed to you. To bypass the story, simply press the start button again. Select the power crystal you desire with the A button. To view the different power crystals, move the right and left control pad arrows on your controllor. To direct Farron, move the right and left control pad arrows on your controller. To make Farron squat down press the down arrow on your controller.



- To call your guardian dog Zap, press the down arrow on your control pad.
 While holding down, press the A button to move the white cursor underneath the dog and release the down arrow on your control pad.
- To use other items in your inventory, follow the procedure outlined in instruction #3.
- To use Farron's sword or special weapon, press the B button after you have made your selection using procedure #3. To make Farron jump, press the A button.
- When you eliminate an enemy, collect the coin he leaves behind within 5 seconds to increase your account balance.



SCREEN STATUS BOX

- Life Meter of Farron
- Life Meter of Zap
- Money collected by Farron
- 4. Remaining Lives

- 5. Zap
- Sword
- 7. Special Weaponry
- 8. Dog Whistle
- 9. Moon Mirror

KIM'S SHOP

- When you locate Kim on the road to The Crystal Palace, stop and visit her. Kim is the shop proprietor and will be glad to help you along your way.
- When Kim alerts you that a QNN news bulletin is on, simply select OK if you would like to watch it.
- When buying a weapon from Kim, she will invite you to the weaponry training room. Select OK to enter the training room.
- If you don't have enough money when purchasing items from Kim, she may throw you out of the shop. But, if you're able to purchase eight items or more from Kim, you'll be in for a surprise!

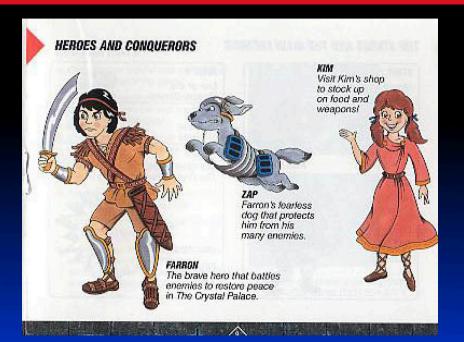


Kim invites you into her shop.

WHAT'S FOR SALE?

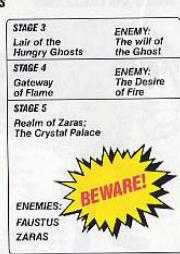
Horbs	Dog Whistle	Doomerang
Super Herbs	Among Shoes	Annibilator
Potlan	Fire Scroll	Double Death
Figurine	Fuego	The Noker
Zap Chow	Spharical Weapon	

"Not all items are for sale in each shop so keep searching...



THE STAGES AND THE MAIN ENEMIES





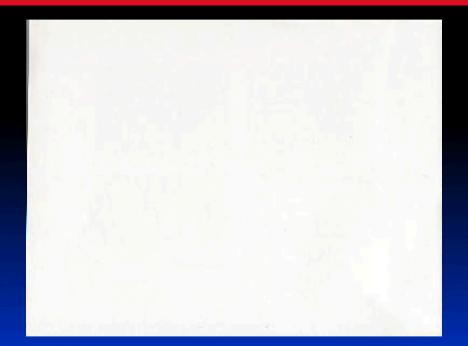
TIPS AND HINTS

- Choose your crystal very carefully at the beginning of the game.
- Eliminate enemies and collect the coins they leave behind; you'll need the money at the shop.
- # If you don't have enough money, Kim may throw you out of the shop.
- Use Zap's special power when you're in a jam.
- Always keep Zap alive so you can feed him along your journey.
- Listen to the "QNN Special Report" for the hour's top stories.
- In Stage Two Farron will land safely when he jumps into the pits, although Farron will warp to another area of the stage. Lock for something special.





For any questions regarding game play—Call Asmik (213) 854-9774



△ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.